





Progress (100%)



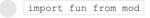
Item 4/20



Knowing that a function named $\lceil fun() \rceil$ resides in a module named $\rceil mod$, choose the proper way to import it:









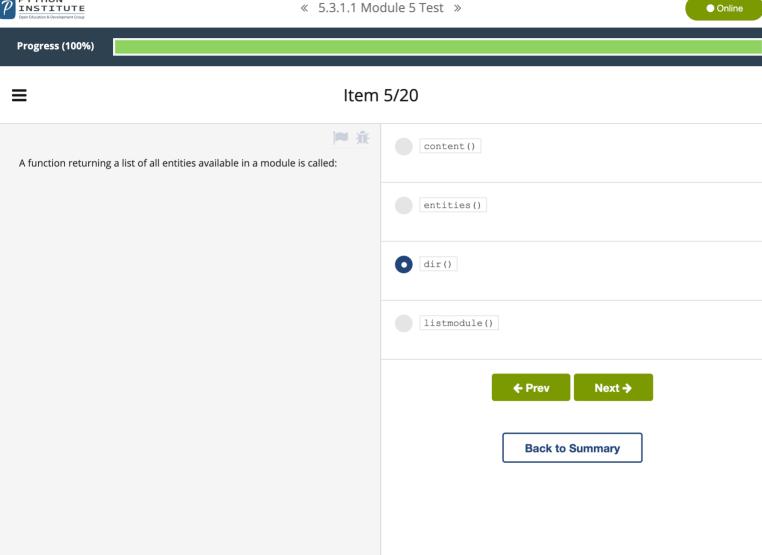


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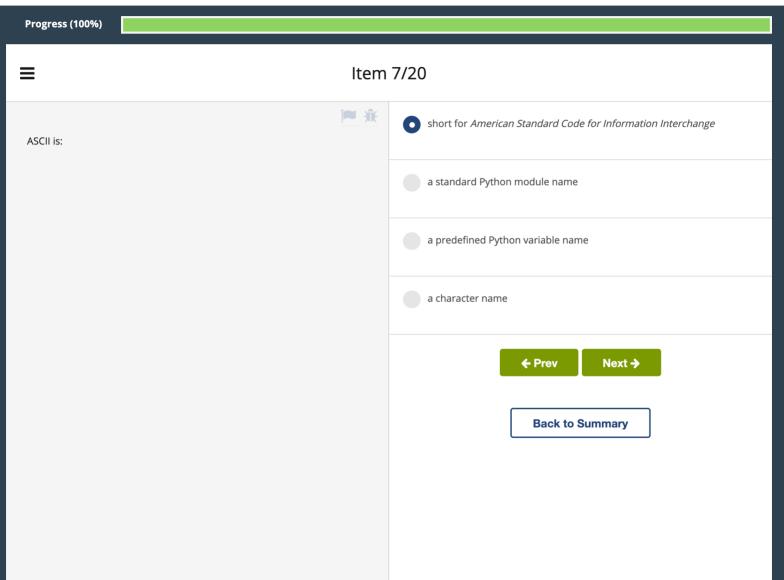




Progress (100%) Item 6/20 \equiv ₩ 第 abcabcxyzxyz The following code: print(3 * 'abc' + 'xyz') xyzxyzxyz prints: abcabcabcxyz abcxyzxyzxyz **←** Prev Next → **Back to Summary**







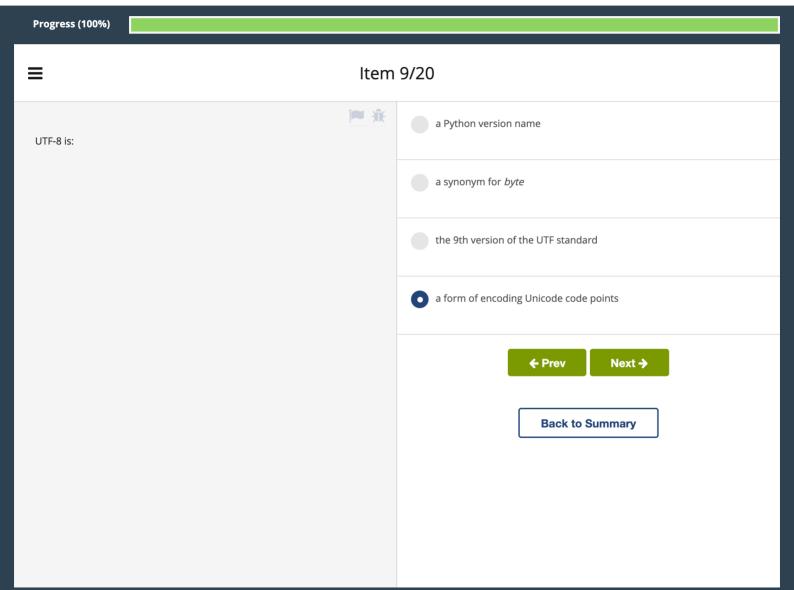




Progress (100%) Item 8/20 ₩ 🖛 name A predefined Python variable that stores the current module name is called: module mod modname **←** Prev Next → **Back to Summary**







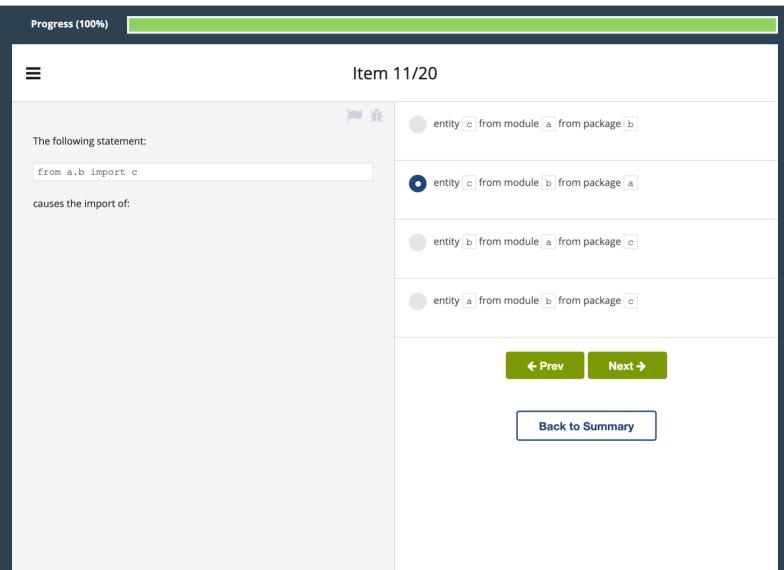




| Progress (100%) | | | |
|------------------------|-------------|-------|-----------------|
| ≡ | ltem ' | 10/20 | |
| The following code: | ■ 流 | 20 | |
| x = '\'' print(len(x)) | | 3 | |
| prints: | | 2 | |
| | | | |
| | | | ← Prev Next → |
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Progress (100%)



Item 12/20

Knowing that a function named fun() resides in a module named mod, and it has been imported using the following line:

import mod

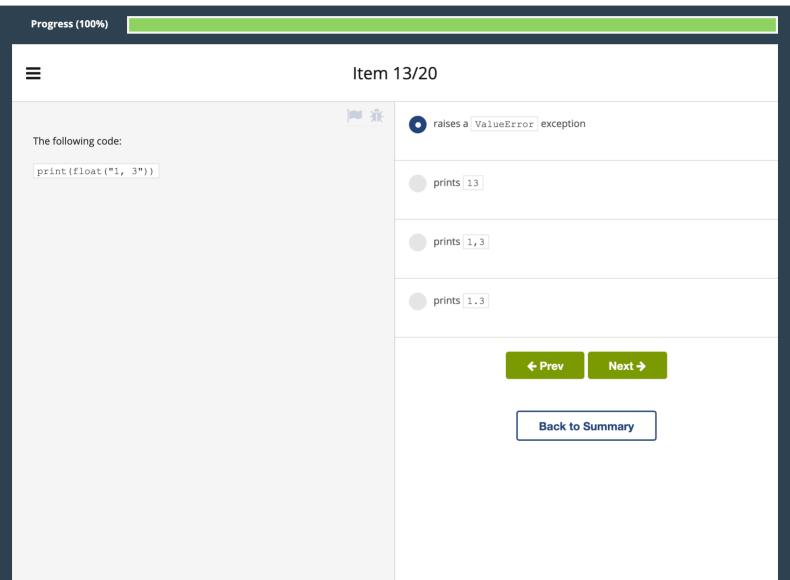
Choose the way it can be invoked in your code:



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Progress (100%) Item 14/20 \equiv ₩ 🖛 0 2 The following code: print(ord('c') - ord('a')) 0 prints: 3 1 **←** Prev Next → **Back to Summary**

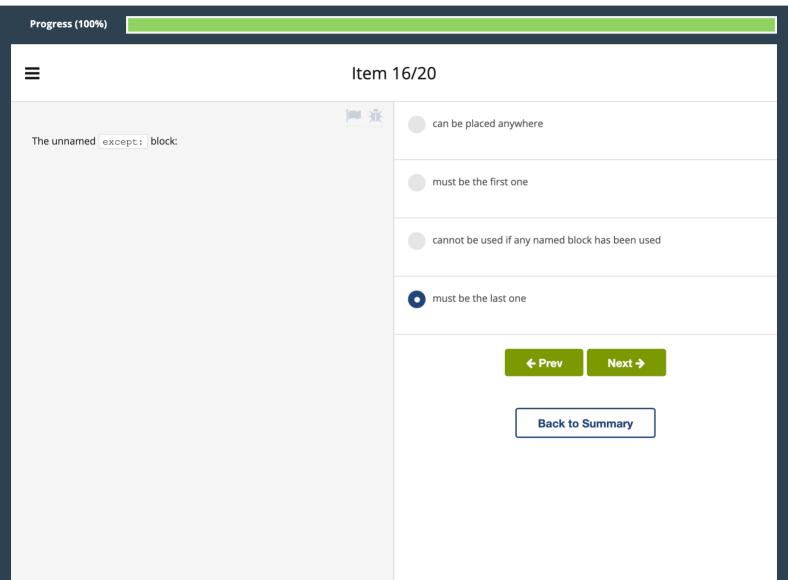




Progress (100%) Item 15/20 \equiv ₩ 🖛 False The following code: print('Mike' > "Mikey") 1 prints: True 0 **←** Prev Next → **Back to Summary**

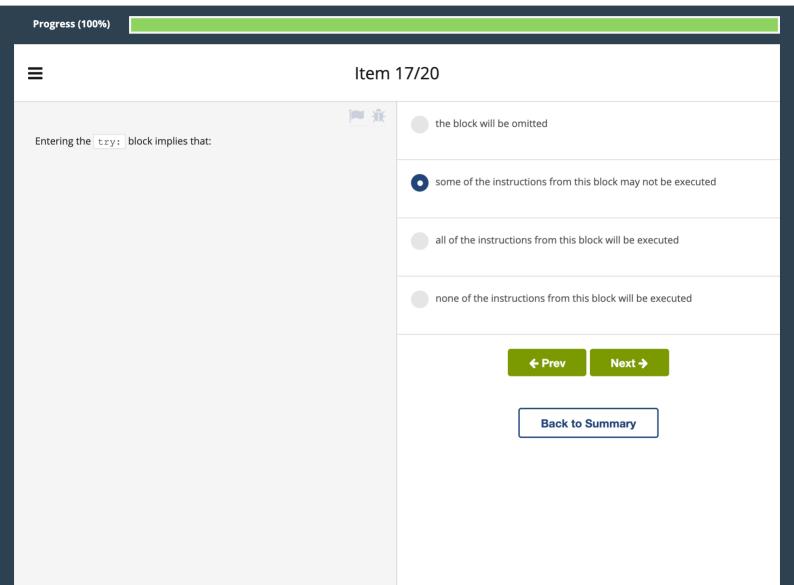






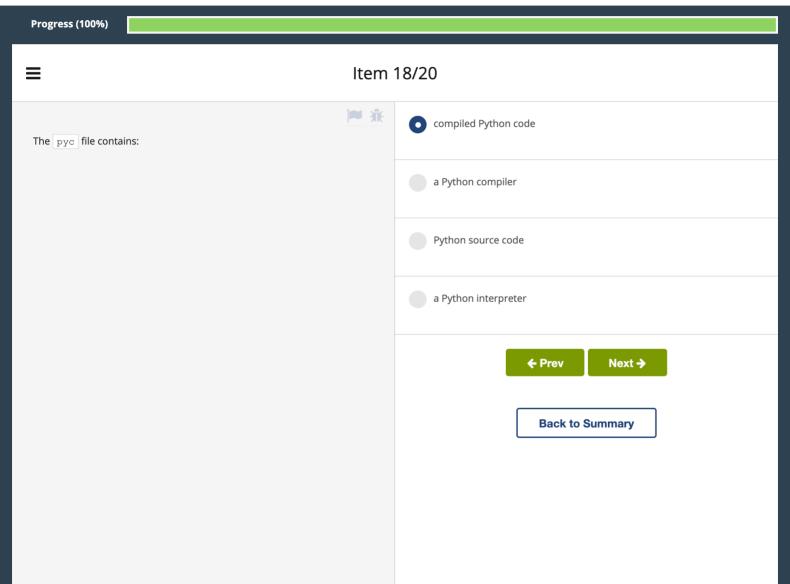
















Progress (100%) Item 19/20 \equiv ₩ 🖛 **O** x The following code: print(chr(ord('z') - 2)) z prints: У a **←** Prev Next → **Back to Summary**





